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comprises:

polygons forming lines situated along a reference plane serving as the reference in said virtual space such that the reference plane and the polygons have a predetermined, fixed relationship to one another;

determination means for determining the positional relationship between said polygons and said virtual camera; and

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polygon tilting means for tilting said polygons, according to the results of the determination, so as to increase the surface area of said polygons seen from said virtual camera to improve the visibility of the polygons from the virtual camera; wherein

said polygon tilting means only tilts said polygons when the polygons forming lines are at least a predetermined distance away from the virtual camera.

D2
24. An image processing device having an image generating display means for converting virtual space constructed with a three-dimensional model including a plurality of polygons to two-dimensional images seen from a virtual camera in any position, and displaying them on a display device, wherein said image processing device comprises:

angle computing means for computing the angle between an eye direction vector showing the direction in which said virtual camera is facing and a normal line vector showing the orientation of the plane of certain polygons situated in said virtual space; and

polygon tilting means for changing the coordinate values of the vertices of said polygons, so that the angle computed by said angle computing means assumes a desired value, such that the visibility of the polygons from the virtual camera is improved; wherein

the shape of an object formed by the polygons is modified such that the visible area thereof is increased.

D3
27. An image processing device for displaying circumstances in virtual three-dimensional space in the form of images seen from a camera, wherein said image processing device comprises:

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polygons forming lines situated along a reference plane serving as a reference in said virtual three-dimensional space such that the reference plane and the polygons have a predetermined, fixed relationship to one another;

determination means for determining the positional relationship between said polygons and said virtual camera; and

polygon tilting means for tilting said polygons, according to the results of the determination by said determination means, so as to increase the surface area of said polygons seen from the virtual camera to improve the visibility of the polygons from the virtual camera; wherein

said polygon tilting means only tilts said polygons when the polygons forming lines are at least a predetermined distance away from the virtual camera.

28. An image processing device for displaying circumstances in virtual three-dimensional space in the form of images seen from a virtual camera, wherein said image processing device comprises:

polygons forming lines situated along a reference plane serving as a reference in said virtual three-dimensional space such that the reference plane and the polygons have a predetermined, fixed relationship to one another;

determination means for determining the positional relationship between said polygons and said virtual camera; and

polygon tilting means for tilting said polygons, according to the results of the determination by said determination means, so as to allow the vertices in the interior, relative to said virtual camera, of said polygons to stand out from said reference plane, while centered on the vertices in the from, relative to said virtual camera, of said polygons; wherein

said polygon tilting means only tilts said polygons when the polygons forming lines are at least a predetermined distance away from the virtual camera.

30. The game device according to Claim 29, characterized in that said game is a game in which objects are situated in a game field formed on a reference plane, and

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said polygons are polygons forming lines [described on] designating boundaries of said game field.

31. An image processing device for displaying circumstances in virtual three-dimensional space in the form of images seen from a virtual camera, wherein said image processing device comprises:

polygons forming lines situated in said virtual three-dimensional space;

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determination means for determining the positional relationship between said polygons and said virtual camera; and

polygon tilting means for tilting said polygons, according to the results determined by said determination means, so as to increase the surface area of said polygons as seen from the virtual camera to improve the visibility of said polygons; wherein

said polygon tilting means only tilts said polygons when the polygons forming lines are at least a predetermined distance away from the virtual camera.